

ABSTRACT

Title: Modified games –integrative factor mentally affected.

Goal of thesis: To enable to persons with mental infliction of achievement maximum self-realization, satiation of the basic human needs (biological, social and vegetative) and purposeful incorporation to the society.

Method: The empirical research – the application of sport kinetic games with choice set of mentally affected boys in terms club of sport games together with pupils common school.

Outcomes: My conclusions of this work confirm supposed contribution of play and games activities like the effective tool for an integration of mentally affected pupils

Key words: Special needs, disability, integration, inclusion, kinetic activity, gaming activity.